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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to request a rating for your product, please visit [www.esrb.org](http://www.esrb.org).

# INTRODUCTION

The battle has begun for all of Middle-earth™. In *The Lord of the Rings™*, *The Battle for Middle-earth™*, engage in an epic struggle across Middle-earth for The One Ring. Rally the horsemen of Rohan around your banner and lead them to storm the gates of Isengard. Or gather a Battalion from the foul Orc Pits of Mordor to deliver a finishing blow to the battlements of Minas Tirith. Whether you control the armies of Good or the forces of Evil, the fate of Middle-earth is in your hands.

*The Lord of the Rings: The Battle for Middle-earth* is built on the acclaimed *Command & Conquer™ Generals* Sage 3D game engine and brought to you from the team behind *Command & Conquer™ Red Alert 2™* and *Command & Conquer™ Generals*.

**NOTE:** For more info about this and other titles, visit EA GAMES™ on the web at [www.eagames.com](http://www.eagames.com).

# INSTALLING THE GAME

To install *The Lord of the Rings, The Battle for Middle-earth*:

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 50 for more info).
2. Insert *The Lord of the Rings, The Battle for Middle-earth* disc (or Disc 1 of the CD-ROM version) into your CD/DVD-ROM drive. The Autorun menu appears.

**NOTE:** If the Autorun menu does not automatically appear, left-click the **Start** button from the Windows Taskbar and select **Run....** Type **D:\Autorun.exe** in the Run dialog box, substituting the correct letter of your CD/DVD-ROM drive if other than 'D'. Then, click **OK**.

3. Click the **INSTALL** button on the Autorun menu, then follow the on-screen instructions to complete the installation.

## STARTING THE GAME

To start *The Lord of the Rings, The Battle for Middle-earth* (with disc already in drive):

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 50 for more info).
2. Left-click the **Start** button from the Windows Taskbar and select **All Programs (or Programs) > EA GAMES > The Battle for Middle-earth™ > The Battle for Middle-earth™**.

# COMPLETE CONTROLS

To master combat in Middle-earth, you must master these controls.

## SELECTION & CONTROL COMMANDS

ACTION	KEYBOARD
Select a <b>unit</b>	Left-click
Add a <b>unit</b> to selection	SHIFT + left-click a new unit
Select all <b>on-screen units of a type</b>	⌘ or double left-click
Select all <b>units on the map that match current selection</b>	Left-click unit and double-tap ⌘
Select all <b>combat units on the map</b>	⌘
Define <b>selected units as a group</b>	CONTROL + number key
Select <b>numbered group</b>	Number key
Select and <b>jump</b> to numbered group	Double-tap number key
Jump to last <b>Mini-map event</b>	SPACEBAR
Jump to <b>Home base</b>	H
Scroll the screen	Arrow keys or move the mouse to the edge of the screen
<b>Rapid scroll</b>	Right-click and drag mouse
<b>Rally point</b> for structure	Left-click structure and right-click destination on battlefield
All new units rally to same destination	Left-click structure then SHIFT + right-click on destination on battlefield
<b>Lasso units</b>	Left-click and hold mouse while pressing CONTROL

## UNIT MODES

ACTION	KEYBOARD
<b>Attack-move</b> mode	Tap A and right-click location
Instruct selected units to <b>guard</b>	Tap G and right-click location
<b>Stop</b> selected units	S
Set <b>waypoints</b> for units	ALT + right-click for each waypoint
Toggle <b>Formations</b>	Select units and click Formations icon in Palantir

## SCREENS AND POP-UPS

ACTION	KEYBOARD
Toggle <b>Palantir</b> and Mini-Map	F9
Open <b>Pause</b> menu	ESC
Capture <b>screenshot</b>	F12
Toggle <b>Objectives</b> menu	TAB
Toggle <b>Special Powers</b> menu	[ ]

## CAMERAS

ACTION	KEYBOARD
Set <b>bookmark</b> for camera	CONTROL + F1 - F5
Jump to camera bookmark	F1 - F5
Jump to <b>Hero</b>	Double click hero portrait at bottom of screen
Rotate camera	Numeric keypad [4] for rotate left; numeric keypad [6] for rotate right; or hold down middle mouse button and move mouse left or right
Zoom camera	Numeric keypad [8] for zoom in; numeric keypad [2] for zoom out; roll middle mouse button up or down
Reset camera to <b>DEFAULT</b> position	Numeric keypad [5]; double-click middle mouse button

## MULTIPLAYER

ACTION	KEYBOARD
Chat <b>with everyone</b>	Press ENTER, type your message, and press ENTER again
Chat <b>with allies</b>	BACKSPACE
Place <b>beacon</b>	CONTROL + B then right click to place beacon
Toggle <b>Multiplayer Status</b> menu (multiplayer)	TAB

## ALTERNATE MOUSE SETUP

You can change the mouse setup to use the left mouse button as the action button in *Command & Conquer*™ style.

❖ To make the change, click the checkbox next to Alternate Mouse Set up in the Options screen, then click ACCEPT.

FUNCTION	MOUSE ACTION
<b>Action button:</b> select unit, move unit to selected area, or attack unit in the selected area	Left-click
<b>Select all units and structures</b> in an area	Left-click and drag

# SETTING UP THE GAME

Please familiarize yourself with the basics of combat, Solo Play, and advanced gameplay tactics.

## MAIN MENU



## OPTIONS

Customize display, audio, network, and other settings.

- ◆ To open the Options screen, click **OPTIONS** in the Main menu.
- ◆ To change options during the game, press **[ESC]** or click the key button on the Palantir

### DISPLAY OPTIONS

**NOTE:** A high level of detail can slow down game performance.

- ◆ To configure advanced display options, click **CUSTOM DETAIL**.

### CONTROLS OPTIONS

- Scroll Speed** Adjust the scroll speed of the Battle Window
- Alternate Mouse** Switch to *Command & Conquer*-style mouse controls (left mouse button is the action button).
- Display Decals** Toggle ON/OFF the selection decals for the units.

### NETWORKING OPTIONS

Networking options are available only when playing multiplayer online games.

**NOTE:** *The Lord of the Rings, The Battle for Middle-earth* attempts to configure the Network Options settings for you. It is recommended that you do not change these settings if you are unfamiliar with Internet protocols.

**Online IP** If you have multiple Internet Protocol (IP) addresses, use the drop-down to select the one you wish to use for online games.

- ◆ Each computer connected to the Internet has an IP Address. To learn yours, click **START** in the Windows taskbar, then select **RUN...** In the window, type **ipconfig** and press **[ENTER]**. Your IP address is displayed

**Send Delay** If you are unable to connect to other online players but can connect to the Online home page through your firewall, check the Send Delay box, which may resolve the problem. Send Delay is useful for some older D-Link brand routers.

**Refresh NAT** If you have made changes to your firewall configuration since the last time you played *The Lord of the Rings, The Battle for Middle-earth* online and are experiencing connection difficulties, click **REFRESH NAT**, which may correct the problem. For more information, see *Firewall Help* on p. 45.

**NOTE:** If you are playing online from behind a firewall, please consult the **README** file in your *The Lord of the Rings, The Battle for Middle-earth* game directory for more information.

- ◆ To restore the Network Options to their defaults, click **RESET**.

### AUDIO OPTIONS

**EAX3** Activate EAX3® high-definition audio playback

**NOTE:** EAX3 requires a compatible sound card. If you activate EAX3 and begin experiencing problems with the game, update your sound card's drivers through its manufacturer or deactivate EAX3. For more information, see *The Lord of the Rings, The Battle for Middle-earth* readme file.

**High Audio Quality** Toggles HIGH or LOW quality audio.

**NOTE:** If your computer's CPU is rated at less than 1.9 GHz, the game defaults to the LOW audio setting. Dolby Surround 3D is not available, reverb effects are OFF, and fewer ambient sounds are heard at LOW quality. Higher audio settings may degrade gameplay.

## SOLO PLAY

In Solo Play, wage war as either the armies of Good or the forces of Evil for control of all of Middle-earth.

- ◆ You can play your own single-player skirmishes against multiple computer-controlled armies. For more information, see *Skirmishes* on p. 13.

## SOLO PLAY MAIN MENU

- ◆ Start a campaign, play a solo play skirmish, or load a saved game from the Solo Play Main menu

## CAMPAIGN MENU

Lead either the armies of Good or the forces of Evil in a full campaign against the other side.

- ◆ To begin a new campaign using the Rohan and Gondor armies, click GOOD. To begin a new campaign using the forces of Isengard and Mordor, click EVIL. Then, select the difficulty of the campaign

## THE LIVING WORLD MAP

In the Living World Map you can see the entirety of Middle-earth including the movement of your armies and those of your enemies.

- ◆ Armies belonging to the forces of Good have a blue banner. Armies belonging to the forces of Evil have a red banner.
- ◆ To zoom in for a closer view, click the left mouse button when the cursor is over it.

Through zoom view you can scroll the map and take command of your available armies. Available missions are identified by a purple arrow

- ◆ To scroll to a different part of the Living World Map, move the mouse in the direction of the destination.
- ◆ To scroll the map quickly press and hold the right mouse button while you drag the mouse.

**Mouse wheel:** If your mouse has a wheel you can use it to pivot the point of view. Click and hold the mouse wheel as you move the mouse to pivot the view. You may also zoom in on the action by pushing your mouse wheel forward.

- ◆ To take command of any of one of your armies, click its icon.
- ◆ To return to the Middle-earth view, double-click the middle mouse button.

## BASICS OF THE GAME

### THE SCREEN



- ◆ On-screen, you can see and affect the battle in the **Battle Window** (see *Game Screen* on p. 15). From the Battle Window you can select and deploy units and build and use base structures. The Battle Window displays only part of the overall map, which may be represented in the **Mini-Map** (see above) in the lower-left corner.
- ◆ Below the Battle Window is the **Palantir** (see *Game Screen* on p. 15) where you select commands and open optional screens.
- ◆ Each unit has a range of vision, so what you see in the Battle Window and Mini-Map is the sum of all that your units can see. Areas of the map beyond this range are covered by a dark layer. As you explore the map you slowly reveal the terrain, structures, and units beneath it. This dark layer is actually two separate layers. In single-player missions, a black **Shroud** covers unexplored terrain. As you explore terrain, the shroud is peeled back. When your units or structures are no longer present in an area, it is cloaked in a semi-transparent **Fog of War**, which hides enemy units and structures and reveals only terrain and civilian buildings. The Fog of War is removed when your units return to the area.
- ◆ In multiplayer or Skirmish games, the Fog of War is the only layer.

## CREATING BUILDINGS AND UNITS

When you begin a new game, your base normally consists of a Citadel and one or more Foundations. Begin creating your base's buildings immediately.

- ◆ Select one of the Foundation icons embedded in the ground around the Citadel. These Foundations may have a design of a tree, horse head, hand, or eye depending on which side you're playing. The set of buildings that your side can construct appears as a set of icons. Click the icon of the structure you wish to build. The building begins to be assembled.



- ❖ To cancel creation of the structure, right-click the relevant structure button.
- ❖ Structures such as Barracks, Stables, or Orc Pits can be used to build fighting units.
- ❖ A Citadel is required to build in Camps, Castles, or Outposts. When the Citadel is destroyed, you must pay for the Citadel to Self Repair. You can only continue building structures after the Citadel has been fully repaired. Settlements do not have Citadels.

### BUILDING FIGHTING UNITS

A fighting unit can contain a Battalion of fighters, such as Archers, or it can be a single, large unit such as a Troll.

- ❖ Build a Barracks, Stable, or other structure that produces fighting units. When the structure is complete, left-click it. The units that it can create are displayed as icons over the structure. To build one of these units, left-click its icon. When the unit is done, it leaves the structure and reports for duty.

**SEA TIP** Build a resource collector as soon as you can.

### BUILD QUEUES

To assist in the production of a large number of units, direct your buildings to develop multiple sets of units so that you can address other issues on the battlefield.

- ❖ To increase the build queue, click the icon of the unit to produce multiple times.

### RESOURCES

You begin a game with resources to spend on building units and structures. However, to finish the fight, you must acquire more resources.

#### To acquire more resources:

- ❖ Build a production structure like a Farm or a Slaughter House.
- ❖ Find treasure on the map or in enemy lairs.

### DEMOLISHING STRUCTURES

If you are short of funds, you can sell structures for a reduced price.

- ❖ To sell a structure, select it. Click the Demolish Building icon on the Palantir. The structure is sold.

### COMMAND POINTS

As you achieve victory during the campaign, you acquire Command Points which are displayed on the lower-right side of the Palantir. Command Points expand the maximum number of units that you can have on your side at any time. Winning specific missions can increase the maximum number of Command Points available to you at the beginning of the next mission.

- ❖ In addition to raising your Command Points, defeating some missions may increase your rate of resource gathering or your Special Powers points.

### CONTROLLING UNITS

- Movement** To move a unit, left-click it. In the Battle Window, right-click a destination.
- Attack** To attack an enemy unit, select a unit or group of units in your army then right-click the enemy unit.
- Rally Points** To set a rally point for all units produced at a structure, click the structure then right-click the location on the battlefield where you would like the units to rally.

### BATTALION/HORDE FORMATIONS AND COMBOS

Many units contain multiple fighters that are controlled as a single unit. These are known as a **Battalion** in Rohan and Gondor or **Horde** in Isengard and Mordor (in this manual, the term "Battalion" is used for all for simplicity). When a Battalion is selected, one order given is acted on by all of the Battalion's units.

- ❖ Some Battalions may be combined together. Left-click a Battalion and move the mouse over another Battalion. If an arrow cursor appears, right-click to combine the Battalions. Combined Battalions cannot be separated again.

## UNIT MODES

### STOP

- ❖ To force any selected unit or Battalion to stop, press **[S]**. Units hold ground and attack enemies from that position.

### GUARD MODE

- ❖ To put a selected unit or Battalion in Guard mode, press **[G]** then right-click a location in the Battle Window for the unit or Battalion to guard. The selected Battalion defends the area against enemies that approach.

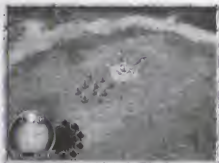
### ATTACK-MOVE MODE

You can force units to move to a location and attack any enemies along the way.

- ❖ To put a unit or Battalion into Attack-move mode, select it and press **[A]** then right-click the location. The group moves to the new location, engaging any enemies encountered en route or after it arrives at the destination.

## BUILDING NEW BASES

Left-click the site icon. Then select the Citadel to build on the Site.



As your units move about the map, you may discover Sites that can be captured and used to build new bases. There are four different types of Sites for building new bases, each with differing characteristics:

- ❖ **Castle.** One Citadel. Foundations with strong walls and a gate for Rohan and Gondor. Isengard and Mordor have no walls or gates.
- ❖ **Camp.** One Citadel. Foundations with weaker walls. No walls for Isengard and Mordor.
- ❖ **Outposts.** One Citadel, three Foundations, no walls or gates.
- ❖ **Settlements.** No Citadel. Only possible building is a resource collector. Rohan may build an Ent Moot as well.

To build a new base, move one of your units to the Site. When in range, the Site flag changes to the player color. Click the displayed icon and the building starts.

**NOTE:** Heroes can be trained or revived in the Citadel.

## SKIRMISHES

Skirmishes are single-player battles in which you fight against one or more computer-controlled opponents.

- ❖ To begin a skirmish, click **SOLO PLAY** in the Main menu then click **SKIRMISH**.
- ❖ At the bottom of the screen you can review any statistics you have accumulated in prior Skirmishes.
- ❖ You can place your army's starting location on the map prior to beginning the Skirmish. To do so, click one of the start points on the currently displayed map.

## SELECT MAP

Next to the map's name is the maximum number of players that can appear on the map.

- ❖ To play a map that you or a friend created in the Worldbuilder for *The Lord of the Rings, The Battle for Middle-earth*, click **PLAYER MADE MAPS**, then select the map from the displayed list.

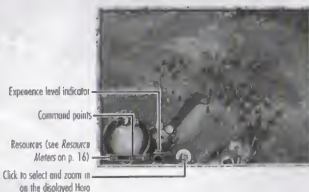
## PERSONA POINTS

In Skirmish mode you gain Persona Points when you win a skirmish, depending on the map difficulty setting. To increase your Persona level you must defeat entire Skirmish maps.

Against an Easy army you gain one Point for winning. Against a Medium army, you gain two points. A Hard army results in three points for a win.

ICON	LEVEL	REQUIRED PERSONA POINTS
<b>1</b>	Peasant/Scum	0 points
<b>2</b>	Soldier/Vermin	5 points
<b>3</b>	Warrior/Beast	10 points
<b>4</b>	Knight/Goblin	30 points
<b>5</b>	Royal Guard/Orc	50 points
<b>6</b>	Captain of the Guard/Mountain Troll	150 points
<b>7</b>	High Lord/Berzerker	300 points
<b>8</b>	Prince/Dark Wizard	500 points
<b>9</b>	Wizard/Ring Wraith	800 points
<b>10</b>	King/Dark Lord	1,500 points

## GAME SCREEN



## BATTLE WINDOW

In the Battle Window, order your units to move, attack, or guard.

Additionally, you can select structures and order them to build new units or develop new technologies.

- ❖ To give an order to a group, left-click it. Then, select the icon in the Palantir that represents the command to give. You may have to right-click a location in the map to finish the command.
- ❖ To give an order to a structure left-click it. Then, select the icon on the structure that represents the group or upgrade to build. A timer indicates its progress.
- ❖ To scroll the Battle Window, move the mouse to the edge of the screen in the direction that you want to move. The Battle Window begins to scroll. To stop moving, move the mouse towards the center of the screen.
- ❖ To perform a rapid scroll, hold down the right mouse button while scrolling.

**Mouse wheel:** If your mouse has a wheel you can use it to move the camera. To zoom in or out, roll the wheel forward or backward. To rotate the camera, hold the wheel down and move the mouse. To return the camera to the default view, double-click the mouse wheel.

- ❖ The Mini-Map in the lower-left corner can be used to jump to a different location on the map. For more information, see *Mini-Map* on p. 17.
- ❖ You can bookmark locations on the map that can be accessed with a single keystroke. For more information, see *Camera Bookmarks* on p. 4.



## PALANTIR

Through the Palantir you can access additional controls for your units and Heroes or cast powers.

When you select a unit or Hero, its commands or special abilities are displayed as icons in the Palantir. To issue a command or use a special ability, select the appropriate icon. Some commands and special abilities require that you right-click a target location in the Battle Window.

On the rim of the Palantir are icons that can be used to access powers or the Living World Map.

### The One Ring

If you are playing for Mordor or Isengard, select The One Ring to open your book of evil powers.

### Evenstar

If you are playing for Gondor or Rohan, select the Evenstar to open your book of good powers.

### Key

Opens the Options screen (see p. 6).

### Flag

During Solo Play, you can press the Flag button to see current objectives. In multiplayer this button shows the other players and their status.

**TIP:** Destroy enemies to increase your rank points and purchase Special Powers.

## RESOURCE METERS

Review your current level of important resources.

### Resources

A unit or structure costs resources to build. When you build something new, the funds required to build it are deducted from your total. Gathered natural resources are instantly converted to single currency.

### Resource Multiplier

As you capture territories, you increase your resource multiplier, improving your resource efficiency.

### Command Points

The number on the right side of the resource indicator shows the current Command Points consumed by your forces and the maximum number allowed for the level. Most individual units cost more than one Command Point.

## MINI-MAP



The Mini-Map can be used to detect enemy movements and quickly move to stop threats.

- ◆ To move the Battle Window, left-click a new location in the Mini-Map.
- ◆ To move selected units to a spot in the Mini-Map right, right-click the desired location.

## GAINING EXPERIENCE

Individual units, Heroes, structures, and even you as a player can gain experience, which provides new capabilities and improves combat abilities.

### LEADERSHIP

Some Heroes, structures, and units give leadership bonuses to units around them. When a unit is affected, the unit gains armor and attack damage bonuses in combat or bonuses to resources and experience.

### UNIT VETERENCY EXPERIENCE

When a unit eliminates an enemy unit, it gains veterency points. When it accumulates enough veterency points, it gets promoted to a new veterency level and its performance capabilities improve. Heroes also receive new powers as they ascend in rank.

### STRUCTURE VETERENCY EXPERIENCE

Using or building from a structure adds to the structure's veterency. As a structure's veterency increases its productivity increases, resulting in faster creation of units or speedier gathering and processing of resources.

- ◆ Some veteran structures can defend themselves or unlock units and upgrades.
- ◆ Some units are not available to train until the structure that creates it reaches a higher level of veterency

## LOAD/SAVE GAME

You can load games through the Main menu and save them through the Pause menu. In Campaign mode, your game is automatically saved after each mission victory

- ◆ To load a saved game, click SOLO PLAY in the Main menu. Then click LOAD. Select a saved game from the list and click LOAD GAME.
- ◆ To save a game in progress, press **ESC** or click the key button on the Palantir to open the Pause menu, then click SAVE. Select a saved game on the list to overwrite, then click SAVE GAME.

### REPLAYS

When you successfully complete a multiplayer game a replay of the mission is automatically saved to your hard drive

- ◆ To load a replay, click MULTIPLAYER in the Main menu, then click LOAD REPLAY.

# UNITS, STRUCTURES, AND UPGRADES

Each side brings a unique set of strengths and weaknesses to the fight.



## UPGRADES

- ❖ To create an available upgrade, select the building. Select the icon representing the upgrade. The cost is deducted from your funds and the upgrade is built. You must choose the Battalion or Unit to which to apply this upgrade. Left-click the Battalion and then click the upgrade in the Palantir.

## ROHAN

To control the plains around them, Rohan commanders rely on the speed of swift steeds and the advantages of position. High above the flatlands, fortresses such as Edoras provide clear lines of sight across the plains and firing positions for Rohan's fine archers. Against scouting parties, the swift Rohan horsemen can outflank or trample them before they reach the wooden walls of the fortress.

## ROHAN UNITS

ICON	NAME	DESCRIPTION
	Peasant	This laborer for Rohan can repair buildings, walls, and gates. When pressed into duty Peasants can attack as well. Try using your Draft power to increase their fighting effectiveness. Peasants are trained at Farms.
	Rohan Warriors	The Riders of Rohan can crush smaller enemies beneath the hooves of their fast-moving steeds. When stopped, they are able fighters.



Rohirrim Archers







Some horsemen of Rohan have acquired bows and the skills to use them while on horseback.



Yeoman Archers

The Archers of Rohan can slow the advance of any enemies to allow the Riders of Rohan and footmen to finish them off. Archers are poor in hand-to-hand combat. The Fire Arrow can increase their attack effectiveness.

## ROHAN BUILDINGS

ICON	NAME	DESCRIPTION
	Rohan Stables	From the Rohan Stables come the mighty hooves of the Riders of Rohan. Rohan's horsemen can acquire Horse Shield upgrades.
	Rohan Archery Range	The Archery Range produces Rohan's Yeoman and Elven Archers and the Fire Arrows upgrade.  ❖ Elven Archers are only available at veteran Archery Ranges.
	Rohan Farm	From the humble Rohan Farm come the resources to build a kingdom. The simple Rohan Farmer harvests his crops, which are turned into resources to build the Archers and Horsemen to defend Rohan. From the Farm comes the Peasant, too.
	Rohan Armory	The smiths of the Rohan Armory can train the Banner units to lead the troops to victory. Heavy Armor and Forged Blades can be developed here.
	Well	The Rohan Well heals the wounds of friendly units.
	Heroic Statue	The Heroic Statues offers a leadership bonus to nearby units.

**Battle Tower**

This strong base defense provides elevation and opportunity for Rohan's Archers and Rangers to fell charging enemies before they reach the base perimeter.

**Postern Gate**

A Postern Gate in the outer wall allows Rohan units to enter and leave in secret. Enemy units cannot see or use the Postern Gate.

**Golden Hall (Citadel)**

The center of Rohan lore. Fallen Heroes can be revived in the Golden Hall.

**Ent Moot**

Deep in the forest are gathering grounds for the natural magic of the Ents. From the sacred ring of an Ent Moot rise up to four Ents. Ent Moots can only be built on Settlements.

**ROHAN UPGRADES**

ICON	NAME	DESCRIPTION
	Fire Arrows	In the hands of Rohan Archers, Fire Arrows can fell taunting foes with a single plucking of a bow string.
	Horse Shields	Shielded horsemen gain a defensive bonus against arrows.
	Heavy Armor	Soldiers of Rohan can acquire Heavy Armor, which greatly improves their fighting endurance.
	Forged Blades	Armed with Forged Blades, any Rohan fighter can inflict grievous wounds with quick strokes.
	Banner Carriers	When a Banner Carrier joins a group of Rohan fighters, the group gains regeneration ability, a level of rank, and new fighters from time to time beneath the banner. Banner Carriers can be trained or can be awarded during a battle.









**GONDOR**

Below the peaks of the White Mountains and near the infernal Mount Doom, the people of Gondor have made their stand. Against the frequent assaults of the forces of Mordor, Gondor has raised stout defenses of stone, arrow, and tempered steel. Approaching armies must first address the missiles hurled by Gondor's Trebuchets and the true arrows of her Archers. In closer quarters, Gondor can dispatch Knights and Rangers to harass and deter the forces of Evil.

**GONDOR UNITS**

ICON	NAME	DESCRIPTION
	Soldier	When gathered in Block formation, Gondorian Soldiers are a stout fighting force.
	Archer	Gondor's Archers can work well with a group of Soldiers or on their own. They are accurate and persistent.
	Knight	These champions of Gondor can use the best weapons produced by Gondorian blacksmiths. In Line or Wedge formation, Knights can crush the opposition when moving at full speed.
	Tower Guard	The Tower Guard defends the fortresses of Gondor from high on the walls. In formation they interlock shields to create a very strong barricade. <ul style="list-style-type: none"> <li>❖ Tower Guards can only be trained from veteran Barracks.</li> </ul>
	Ranger	These men of the forest become invisible in wooded areas and can ambush the opposition in formation. They can use both bows and bladed weapons. Rangers can only be trained from veteran Archery Range.
	Trebuchet	Two Gondorians man the Trebuchet on the walls of a keep. A Trebuchet can hurl a large stone or flaming projectile long distances. <ul style="list-style-type: none"> <li>❖ To build a wall Trebuchet, click the wall build Foundation and select the Trebuchet.</li> </ul>

## GONDOR BUILDINGS

ICON	NAME	DESCRIPTION
	Gondor Barracks	The footmen of Gondor receive their training at the Barracks. Soldiers and Tower Guards can be produced in quantity with sufficient resources. ❖ You must have a veteran Barracks to create the Tower Guard.
	Gondor Archery Range	The Archery Range produces Gondor's able Archers and the Fire Arrows upgrade. ❖ Rangers can be trained at veteran Archery Ranges.
	Gondor Stables	From the Stables come the resolute horsemen of Gondor. They can acquire Knight Shield upgrades here, as well.
	Workshop	The Workshop is the source of Gondorian Trebuchets, which can hurl the masonry of Gondor against advancing forces.
	Gondor Farm	The Gondor Farm grows crops, which are turned into resources to build the units and defenses of Helm's Deep and Minas Tirith.
	Blacksmith	From the tempered forges of the Blacksmith Gondor can produce useful iron resource, train the Silver Tree Banner units, and build Forged Blades and Heavy Armor for her soldiers.
	Stoneworker	Skillful masons at the Stoneworker's shop can reinforce gates and improve the fortification of walls and towers.
	Marketplace	Adding a Marketplace improves the economy of Gondor. With the Grand Harvest upgrade, Farms produce at a faster rate. The Iron Ore makes your Blacksmiths more productive.



Heroic Statue

Units rally at the Heroic Statue to receive a leadership bonus.



Battle Tower

Stout as a mountain, the Gondorian Battle Tower can withstand direct assault from the Nazgul and provides a useful perch to return fire. The Battle Tower automatically fires arrows at nearby enemies.



Citadel






The center of a Gondorian base. Fallen Heroes may be revived at the Citadel.



Postern Gate

A Postern Gate in the outer wall allows Gondor units to enter and leave in secret. Enemy units cannot see or use the Postern Gate.

## GONDOR UPGRADES

ICON	NAME	DESCRIPTION
	Knight Shields	Shielded Knights gain a defensive bonus against enemy Archers.
	Fire Arrows	From high on the walls of Gondor, Fire Arrows help Archers to fell approaching enemies with a single plucking of a bow string.
	Forged Blades	The smiths of Gondor can deliver these weapons, tempered in fire, to eager soldiers in the field.
	Heavy Armor	Clad in Heavy Armor, the soldiers of Gondor become as sturdy as the walls of their fortresses.
	Banner Carrier	When a Silver Tree Banner Carrier joins a group of Gondorian fighters, the group gains regeneration ability, a level of rank, and new fighters from time to time beneath the banner.





Numenorian  
Stonework

The masons of Numenor can lend their skills to the walls of Gondor. Numenorian Stonework fortifies the perimeter of any Gondorian Keep.



Grand Harvest

When choosing Grand Harvest you acquire greater resources from Farms for use in the campaign.



Iron Ore

When used, Iron Ore increases the resource production of Blacksmiths.







Siege Materials

When a building is destroyed you can recoup some of its costs with the Siege Materials upgrade.

## ISENGARD

Once a fortification of Gondor at the southern end of the Misty Mountains, Isengard was given to the wizard Saruman who came under the influence of Sauron. Saruman has razed the woods surrounding the Tower of Orthanc and has unleashed the Orc Horde and the dreaded Uruk-hai on the surrounding peoples. To his soldiers, he has brought the wonders of mechanization, and they have put them to terrible and effective use.

### ISENGARD UNITS

ICON	NAME	DESCRIPTION
	Orc Laborer	This simple minion of Evil can gather resources and repair bases for Isengard or Mordor. Orc Laborers carry simple axes that can be used in combat. They are created from Lumber Mills.
	Uruk-hai	The terrible warriors of Isengard rampage against anything—including Orcs. They are the most fearsome warrior Horde on the battlefield.
	Uruk Pikeman	Armed with long spears, a group of Uruk Pikeman can skewer opposing forces while charging. In the Porcupine formation, Uruk Pikeman have done terrible things to the ranks of the Riders of Rohan.
	Uruk Crossbowman	Uruk Crossbowman can launch piercing iron bolts over long distances.



Berserker

The Uruk Berserker is usually the first to climb the Siege Ladder and is often the last to die. These mighty fighters wield two-handed swords. Berserkers can also light mines with their torch. Combine with Siege Ladders for maximum wall climbing results.

◆ You must have a veteran Orc Pit to train a Berserker.



Warg Riders

The thunder of the Warg Riders can terrify even the stoutest of soldiers.



Battering Ram

A crew of Uruks mans a Battering Ram which can pound on the gates of Rohan or Gondor.



Ballista

When fired, the Ballista releases a huge arrow that can lay waste to its target. It is especially useful against Castle Walls.



Explosive Mine

When detonated by a Berserker next to a wall or gate, the Explosive Mine can turn the tide of battle in an instant. Berserkers must light their torch and touch the Mine after the Mine Carriers have set the mine upon the ground. Fire arrows will also set off this bomb.









◆ You must have a veteran Siege Works to train an Explosive mine.






Siege Ladder

Two man crews carry this ladder up to tall walls so that the Uruks may climb to the top. Target the top of the wall with the Siege Ladder to get it into position.

## ISENGARD BUILDINGS

ICON	NAME	DESCRIPTION
	Uruk Pit	From these seething cauldrons come the dreaded Uruk-hai: foot soldiers, Pikemen, Berserkers, and Crossbowmen.
	Siege Works	This efficient factory manufactures Battering Rams, Ballistas, Explosive Mines, and large Siege Ladders.
	Warg Pit	Out of these pits come the nasty Wargs to thunder across the lands of Middle-earth.
	Furnace	The red-hot fires of the Furnace can turn raw materials into useful steel.
	Lumber Mill	The woods around Isengard camps become fodder for the Lumber Mill, which turns acres of timber into other resources. The Lumber Mill trains Orc Laborers. Lumber Mills must be discovered on the battlefield.
	Slaughter House	Feeding the armies of Isengard requires Slaughter Houses. Beasts of burden are turned into Food for the legions of warriors. Send your Uruks into the Slaughter House to create more resources.
	Isengard Armory	Heavy Armor, Forged Blades, and Flaming Arrows can be developed here.
	Citadel	In the middle of Isengard industry stands a terrible Citadel. Fallen heroes like Lurtz and Saruman can be revived in the Citadel.





## ISENGARD UPGRADES

ICON	NAME	DESCRIPTION
	Heavy Armor	When worn, Heavy Armor toughens warriors in no small measure.
	Forged Blades	Enemies of Isengard have come to fear the forces armed with Forged Blades.
	Flaming Arrows	Uruk Crossbowmen eagerly await the arrival of Flaming Arrows to their squadron.

## MORDOR

In the shadow of Mount Doom, the Eye of Sauron is building a legion of ruthless minions to reclaim The One Ring. To his side he has chained Orcs, Haradrim, Trolls, and the undead Nazgul, whose reach spreads across all of Middle-earth. To acquire The One Ring, Sauron will slaughter any in his path: soldier, civilian, or even his own troops, for his Orc Pits, Troll Cages, and Great Siege Works provide nearly limitless weapons with which to scorch Middle-earth.

## MORDOR UNITS

ICON	NAME	DESCRIPTION
	Orc Laborer	This simple minion of Evil can gather resources and repair bases for Isengard or Mordor. Orc Laborers carry simple axes that can be used in combat. They are created at Lumber Mills.
	Orc Warrior	For the weak Orc, there is strength in numbers. Combine with Orc Archers to protect them.
	Orc Archer	Although they are not gifted bowmen, Orc Archers can inflict damage when protected behind an Orc Battalion.
	Haradrim Lancer	Using spears and bows, the Haradrim Lancer can cause great damage from the backs of the Mumakil.



### Soldiers of Rhun

The Soldiers of Rhun (Easterlings) enjoy taunting enemies and they can gather into a Porcupine formation that is difficult to penetrate

❖ Soldiers of Rhun can only be trained at a veteran Haradrim Palace



### Mumakil

This large, four-legged Oliphant can transport Hordes on its back, swinging its massive tusks to clear the path. When hurt with flames, beware the Mumakil rampage.



### Mountain Trolls

These heavy, slow beasts of the hills can swing trees as clubs or throw large rocks at the enemy. When wounded, a Troll is the worry of all nearby units.



### Drummer Troll

A Drummer Troll carries a drum and two sticks into battle. By keeping a steady beat, a Drummer Troll provides a leadership bonus to all nearby units. When wounded, a Drummer Troll can use its drum sticks to fight back. Drummer Trolls can only be trained at veteran Troll cages.



### Siege Tower

The Siege Tower is powered on the battlefield by two Trolls. Up against a defensive wall, the Siege Tower becomes the gateway to a Mordor invasion.



### Catapult

A group of Catapults can lay waste to even the walls of Gondor itself. A catapult can fire flaming shots or other projectiles, which can cause the enemy to flee in terror.

## MORDOR BUILDINGS

ICON	NAME	DESCRIPTION
	Orc Pit	From these wretched creases come Orc after Orc after Orc. The Orc Pit generates Orc Warriors at no cost.



### Troll Cages

Troll Cages are breeding grounds for the relentless Trolls. Although these creatures are spawned one at a time, one is often enough.



### Great Siege Works

The most powerful machines of war come from the Great Siege Works of Mordor. This structure manufactures the Catapult, Battering Ram, and Siege Tower.



### Haradrim Palace

The Haradrim and Soldiers of Rhun gather and train at the Haradrim Palace.



### Mumakil Pen

Mordor's transports of the battlefield are birthed and grown at the Mumakil Pen. Beware of Mumakil that have been lit alive



### Slaughter House

To feed the armies of Mordor requires Slaughter Houses. Beasts of burden are turned into Food for the legions of warriors. Send your Orcs into the Slaughter House to create even more resources.



### Furnace

The red-hot fires of the Furnace can turn raw materials into useful steel



### Lumber Mill

The surrounding woods become fodder for the Lumber Mill, which turns acres of timber into other resources. The Lumber Mill automatically generates Orc Laborers when it is created

## MORDOR UPGRADES

ICON	NAME	DESCRIPTION
	Banner Carrier	When a Banner Carrier joins a group of Mordor Orcs, the group gains the regeneration ability, a level of rank, and new Orcs from time to time beneath the banner

## NEUTRAL UNITS/STRUCTURES

NAME	DESCRIPTION
Goblin Lair	These underground holes spew forth nasty Goblins and Goblin Archers to torment any adventurer. Destroy the Lair to discover hidden treasure.
Warg Lair	Two giant Wargs may share a single Lair in which troops and Heroes dare not stray. Destroy the Lair to discover hidden treasure.
Troll Lair	A large, deep cave may be shared by up to four Trolls that attack any living creature that approaches. Destroy the Lair to discover hidden treasure.

## HEROES AND MAGIC

### HEROES

The larger than life Heroes of *The Lord of the Rings* films take on larger-than-life roles in the game as well.

❖ To create a Hero, select your Citadel. Icons representing the available Heroes are displayed. Select the icon of the hero you wish to create. The cost of creating the Hero is deducted from your resources.

❖ Each Hero has special abilities available through the Palantir.

Heroes can be extremely valuable in combat if used properly. When Heroes are present in a battle, nearby troops gain a combat bonus and rally to his leadership. By gaining combat experience, your Hero can gain new Experience which brings new abilities and greater effectiveness in combat. Heroes can climb up to Rank 10.



If you right-click on some Hero abilities, the Hero auto-fires his special attack when it is powered up and needed.

## HEROES OF GOOD

### ROHAN HEROES

ICON	NAME	DESCRIPTION
	Theoden	To all who are near, Theoden increases the rate at which they gain experience and provides armor and damage bonuses.
	Eomer	The young captain of Rohan can deliver terrible damage through the tip of his mighty spear. All nearby horsemen receive leadership bonuses and earn resources for conquered enemies.
	Eowyn	The niece of Theoden, Eowyn is the match of any soldier in combat. Her spear can fell the dark creatures of Isengard and Mordor.

### FELLOWSHIP HEROES

ICON	NAME	DESCRIPTION
	Merry and Pippin	These plucky hobbits can use their Elven cloaks to become invisible when stationary.
	Frodo	When Frodo puts on The One Ring, he cannot be detected except by the Nazgul and the Eye of Sauron. Frodo's short sword Sting glows when Orcs or Spiders are nearby. ❖ Frodo is only available in Campaign mode.
	Sam	Faithful Sam can use his Elven cloak to hide from enemies when stationary. ❖ Sam is only available in Campaign mode.



Gandalf

In addition to multiple magical attacks, Gandalf can also fight hand-to-hand and provide leadership bonuses for nearby units. Use the Istari Light attack to quickly destroy structures and Nazgul



Gimli

This hearty dwarf can deliver a lethal blow by throwing his one-handed axe. As a Slayer, he can double his attack speed and damage for a short period of time.



Legolas

With multiple special attacks, Legolas's remarkable abilities with the bow can put down a battalion-sized force. He is also effective with his white knives and can train Archers to improve their skills.



Boromir

Fiercely proud of his people, Boromir can blow the Horn of Gondor to inspire fear in all nearby enemies.



Aragorn

With a shout of Elendil, Aragorn can cause the enemy to flee in terror. His natural magic can heal nearby Heroes and summon a party of Oathbreakers to fulfill a service to him.

### GONDOR HEROES

ICON	NAME	DESCRIPTION
	Faramir	As a Captain of Gondor, Faramir is both a Ranger and a Knight and can use the bow and the sword with equal skill.

### ENT HEROES

ICON	NAME	DESCRIPTION
	Treebeard	When pressed into action, Treebeard is a relentless fighter. He is also a fine shot with a collected rock. Fire is particularly effective against the Ents.

## HEROES OF EVIL

### ISENGARD HEROES

ICON	NAME	DESCRIPTION
	Saruman	The great wizard Saruman leads the legions of Isengard and commands its mighty machine of industry. Saruman's Wizard Blast can drive back a battalion of enemies.
	Lurtz	Equally adept at the sword or the bow, Lurtz inspires nearby Uruk-hai to even greater destruction. Use his Crippling Strike to pin Heroes to the ground.

### MORDOR HEROES

ICON	NAME	DESCRIPTION
	Nazgul on Fellbeast	These undead lords ride on the wings of Fellbeasts, which can screech and grab and swoop across enemy forces. Use its screech power to scare away enemy soldiers.
	Witch-king	From the back of a Fellbeast, the Witch-king is a fearsome opponent to all that is Good. He can steer the Fellbeast downward to grab an enemy and knock over the ones nearby.

## THE ONE RING & EVENSTAR POWERS

As you progress through Experience, you acquire more powers and Points with which to cast them.










- ◆ To open the book of Evil powers, click The One Ring icon on the Palantir.
- ◆ To open the book of Good powers, click the Evenstar icon on the Palantir.
- ◆ If you are playing as the Good armies, you cannot acquire and cast Evil powers, and vice-versa.

In your book, you can review the powers that you have acquired. Your total available Points is also displayed.

- ◆ To unleash a power from your opened book, click its icon. The Points are deducted from your total. Then, select CLOSE. To deploy, select its icon displayed on the left side of the Battle Window. Some powers require that you select a target in the Battle Window afterward.



## POWERS OF GOOD

ICON	NAME	DESCRIPTION
	Draft	All of your peasants acquire weapons.
	Heal	Heals units and replaces one dead man per battalion.
	Elven Gifts	Heroes gain a +50% damage bonus.
	Elven Allies	Player can instantly summon Elves to his side.
	Gandalf the White/ Power of the Istari	Gandalf increases his damage and ability timers recharge twice as fast.
	Rohan Allies	Summons a group of Riders of Rohan to the battlefield.
	Cloud Break	Bad weather is removed by a burst of sunshine or moonlight, stunning Orcs and Uruk-hai on the battlefield. Rohan and Gondor enemies are not affected by Cloud Break.
	Elven Wood	When a target area is selected, an Elven Wood is created, which adds to leadership bonuses for Rohan and Gondor forces and removes all leadership bonuses for the forces of Evil.
	Ent Allies	Instantly summons the Ents to the battlefield.



Anduril

Aragorn increases his weapons damage.



Eagle Allies








Instantly summons Eagles to the battlefield.



Army of the Dead

Instantly summons the Army of the Dead to attack the enemy.

## POWERS OF EVIL

ICON	NAME	DESCRIPTION
	War Chant	Targeted troops chant to gain a leadership bonus.
	Industry	When targeted with Industry, Furnaces and Slaughter Houses produce at higher levels for a period of time.
	Fuel the Fires	Wood as a resource becomes twice as productive in Lumber Mills.
	Palantir Vision	Reveals the map in a target area.
	Devastation	All wood in a forested area is instantly cut down and turned into resources.
	Freezing Rain	A cold rain falls, causing all Good units to lose any leadership bonuses.
	Scavengers	When you kill an enemy unit, you gain additional resources.



#### Tainted Lands

Burns and blackens an area of terrain, which provides a leadership bonus to all ally units. Enemy units lose all leadership bonuses.



#### Eye of Sauron

The Eye of Sauron is called, revealing invisible enemy troops. The units of Mordor receive a leadership bonus.



#### Darkness

A dark cloud rolls across Middle-earth, giving soldiers a combat bonus.



#### Call the Horde

Orc camps generate Orcs at a faster rate. Orcs are generated until your command point limit is reached.



#### Balrog Ally

Instantly summons the Balrog to the battlefield.

## ONLINE PLAY

◆ To access Online Play, click MULTIPLAYER on the Main menu. Then, click ONLINE.

### FELLOWSHIP CLUB

If you pre-ordered *The Lord of the Rings: The Battle for Middle-earth*, you have the opportunity to join the elite Fellowship Club. Recognized as elders in the online community, members of the Fellowship Club are identified by an icon next to their name in Chat and on their Citadel. For more information, please visit [www.lordoftherings-ea.com](http://www.lordoftherings-ea.com) or [www.fellowshipclub.ea.com](http://www.fellowshipclub.ea.com) (access to this site requires a code from the back of your pre-order CD to be entered).

**NOTE:** REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. INTERNET CONNECTION REQUIRED. TERMS & CONDITIONS AND FEATURE UPDATES CAN BE FOUND AT [www.eagames.com](http://www.eagames.com). YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS  
NOTICE POSTED ON [www.eagames.com](http://www.eagames.com).

### CREATING A NEW ACCOUNT

- ◆ To create a new Online account, click REGISTER from the Online menu.
- ◆ To view the online Terms of Service agreement, click SERVICE TERMS.

**NOTE:** Please read the online Terms of Service carefully. EA reserves the right to delete the account of anyone found to be non-compliant with the online Terms of Service. Persons with abnormally high disconnect stats may be removed from Ladder & Tournament Competition without notice.

### LOGGING IN

- ◆ To login, enter your account name, nickname, and password. Then, click LOGIN.

### ONLINE HOME SCREEN

From the Home Screen, you can find a Quick Match (see p. 40), set up a Custom Match (see p. 41), or view your online player stats.

## INTERNET CONNECT SPEED

In network gaming, ping refers to the rate at which data is exchanged between computers over the Internet. Measured in milliseconds (ms), ping times that are low improve performance in multiplayer games. Fewer milliseconds in ping time means a faster connection. The following factors can affect your ping time.

- ◆ **Type of connection.** Faster connections improve ping times. DSL or cable modem systems tend to have the lowest ping times. Dial up modems are slower.
- ◆ **Location.** If two computers are geographically close together they are likely to have lower ping times.
- ◆ **Type of computer.** A slower PC in a multiplayer game slows down the game for everyone.

## QUICK MATCH

Quick Match attempts to find the most evenly matched opponent for you based on closest ping and skill level.

- ◆ To search for and play against an opponent who matches your current configuration, click PLAY GAME.
- ◆ To expand the search if Quick Match fails to find a suitable opponent for you, click WIDEN SEARCH. This disables all filters for closest ping and skill level. You are matched with anyone available.

## QUICK MATCH SETUP

In the Quick Match Setup screen you can configure the parameters under which you are willing to play a Quick Match game.

**NOTE:** All Quick Match games are recorded to the EA *The Lord of the Rings: The Battle for Middle-earth* Ladders. Click on the Official Ladders link to view your ranking. Custom Match games are not recorded, and statistics from those games are not recorded in your Player Profile.

Players	Number of players in the game
Color	Choose the color of your house.
Side	Choose the side you wish to play from the drop-down list. RANDOM selects a random side for you. On your opponent's Quick Match setup screens, you appear as RANDOM.

**Connection Speed** Setting a lower maximum ping time means you require a better connection with your opponents. For more information on ping time, see *Internet Connect Speed* on p. 40.

## LOBBY CHAT

To visit the Chat lobby, click on the Chat button in the Home menu.

- ◆ To send a message to everyone in the current lobby, click in the Chat text box, type your text, and press **ENTER**.

## CUSTOM MATCH

In the Custom Match screen, you can review all of the games created in the current lobby or move to another lobby.

**NOTE:** Statistics are not tabulated in your online profile for Custom Matches.

On the left side of the screen all of the games are listed for the current lobby.

- ◆ To jump to a different lobby, select a name from the Lobby drop-down list.
- ◆ To create a game, click CREATE GAME. For more information, see *Create a Game* below.
- ◆ To join a game, click JOIN GAME. For more information, see *Join a Custom Game* on p. 42.

## CREATE A GAME

**To create a custom game:**

1. In the Custom Match screen, click CREATE GAME.
2. Enter the name of the game.
- ◆ If you want to have a password for the game, enter it in the space provided.
3. The Game Options screen appears.
4. Choose your color, army, and team.
5. To select a different map to use, click OFFICIAL MAPS. In the pop-up, select the map to use. Next to each map's name is the maximum number of players that can play on the map. To accept the selected map, click ACCEPT.
- ◆ To play maps created by other players, click PLAYER MADE MAPS.
- ◆ For more information, see *Game Options Screen* on p. 44.
6. To start the game, click PLAY GAME. When the timer counts down, you begin the game.

## JOIN A CUSTOM GAME

### To join a custom game:

1. To join a custom game, select the match in the Custom Match lobby. Then, click JOIN GAME. The Game Options screen appears.
2. Choose your color, army, and team.
3. To join the game, click ACCEPT.
4. When the host decides that the game is ready to play, he begins the game.






## PLAYER PROFILE

In the Player Profile screen you can review your online profile and accomplishments in playing each side

### PLAYER LEVEL

Next to your name in the Player Profile screen your Level icon is displayed. Level is independent of your standing in the community.

- ◆ You earn three level points for a win and one point for a loss.
- ◆ Rank is your community ladder status position. Level is the number of points you've earned outside of the community ladder status.

ICON	LEVEL	REQUIRED LEVEL POINTS
	Peasant/Scum	0 points
	Soldier/Vermin	5 points
	Warrior/Beast	10 points
	Knight/Goblin	30 points
	Royal Guard/Orc	50 points



Captain of the Guard/  
Mountain Troll

150 points



High Lord/Berzerker

500 points



Prince/Dark Wizard

1,000 points



Wizard/Ring Wraith

2,000 points



King/Dark Lord

5,000 points

## LADDERS

All Quick Match games are recorded on the Official *The Lord of the Rings: The Battle for Middle-earth* ladders.

**NOTE:** In two player team games (four players total), participants must finish the match in order to record their Level stats. The game sends win results to the official two vs. two ladder for both team members if one player is destroyed but the other ends up winning the entire match.

## BEACONS

In multiplayer games, you can use beacons to identify rally points, weaknesses in the enemy's position, or resources for your allies to gather. When you place a beacon on the map, only your allies and observers of the game can see it.

- ◆ To place a beacon, press **CONTROL + B**. Click where you want to place the beacon. All of your allies can see the beacon.

## NETWORK PLAY

*The Lord of the Rings, The Battle for Middle-earth* lets you match wits and armies across a Local Area Network.

- ❖ To begin a multiplayer Network game, select MULTIPLAYER in the Main menu. Then, select NETWORK. The Network Setup screen appears.
- ❖ To chat with other players in your current game, use the Chat window at the bottom of the screen. Type your message and then press **ENTER**.

## GAME OPTIONS SCREEN

In the Game Options screen, you can configure your network or Internet game.

**NOTE:** Except as noted below, the Game Options screen works like the Skirmishes Setup screen. For more information, see *Skirmishes* on p. 13.

**NOTE:** If you create or download a *Worldbuilder* map you must copy them into the following folder: C:\Documents and Settings\  
<username>\Application Data\My Battle for Middle-earth files.

If you take screen shots of your adventures (by pressing **F12**) they are saved here: My Documents\My Pictures\Battle for Middle-earth Screenshots.

## FIREWALL HELP

Read the following section to learn how to set up your firewall to play *The Lord of the Rings, The Battle for Middle-earth* online.

### FIREWALLS

*The Lord of the Rings, The Battle for Middle-earth* automatically configures itself for use with most firewalls. However, some firewalls use non-standard security mechanisms that interfere with this technology. If the game does not properly connect to other players online through your enabled firewall, you may have to manually configure your firewall to accommodate the game.

**NOTE:** Before applying any changes to your firewall configuration, review the documentation that came with the product. Making changes to your firewall can have adverse effects on your current network configuration.

If after reading the following instructions, you are unsure of how to configure your firewall, contact your system administrator or someone familiar with the workings of your firewall for assistance.

### ROUTER CONFIGURATION

**NOTE:** Users behind a D-Link DI-604, D-Link DI-704, USRobotics or Belkin brand router, consult the readme included in the game before attempting the troubleshooting recommendations described here.

Your copy of *The Lord of the Rings, The Battle for Middle-earth* should be able to connect to players on the Internet without problem even if you are behind a firewall or a router that provides a firewall. Nevertheless, if you experience errors in the online portion of the game, you can attempt to change your settings to allow the game access to other players

1. For a hardware router, the first step is to access the router configuration tool, which is usually provided by a web-based screen. Consult your router manual for details on how to access the configuration tool. For a software firewall, consult the documentation provided for further information



2. Once you have accessed the firewall configuration tool, open the port configuration screen, often known as "Port Forwarding," "Port Triggering," "Application Bypass," or "Application Security."

**NOTE:** Port Forwarding can cause connection problems in both *The Lord of the Rings: The Battle for Middle-earth* and general internet access if multiple computers are behind the same router. Port Triggering does not cause these same issues; please consult your router's documentation or website for further support.

3. Create a new rule for the application, or enter LOTR as the application name. This will tell the firewall to let you know what application is bypassing the standard security measures.
4. Add a port number between 8088 and 28088 to be opened. If the router requires a range of ports, use the same port for both the start and end field, or for the trigger and forward field. *The Lord of the Rings: The Battle for Middle-earth* will detect which one you have chosen and use this to access other players.
5. Apply, enable, or save your changes. When you next enter the online servers for *The Lord of the Rings: The Battle for Middle-earth*, go to the OPTIONS menu and click REFRESH NAT to update the game's configuration.

**NOTE:** These instructions do not apply to multiple PCs connecting behind a single firewall/router.

## CREDITS

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**Creative Services:** Trevor Wilson

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# PERFORMANCE TIPS

## SYSTEM REQUIREMENTS

It is essential that your PC meets the Minimum Requirements as detailed on the game's packaging. If you are experiencing poor performance, check to make sure your system hardware supports the requirements.

## BACKGROUND TASKS

In some cases programs that are running on your system can monopolize resources that the game needs in order to install, load, and run properly. Not all of these programs are immediately visible. There are a number of programs, called "background tasks," that are always running on your system.

**IMPORTANT NOTE:** While shutting down background tasks will optimize your system for running *The Lord of the Rings: The Battle for Middle-earth*, these background tasks' features will be unavailable once shut down. Be sure to re-enable background tasks after playing *The Lord of the Rings: The Battle for Middle-earth* by restarting your computer.

If your system is running anti-virus or crash guard programs you will need to close or disable them to run *The Lord of the Rings: The Battle for Middle-earth*. To do this, find the icon for the program on the Windows Taskbar and then right-click the icon and select "close," "disable," or the relevant option. Please note that these programs will be reactivated the next time you restart your computer.

Once anti-virus and crash guard programs have been disabled, you should end all unnecessary general background tasks.

### To view and close background tasks (Windows XP):

1. Hold down **CONTROL** and **ALT** and then tap **DELETE**. The Windows Task Manager appears.
2. Click the **Processes** tab. This tab displays a list of all background tasks running on your system.
3. Click the **User Name** column heading. This sorts all the processes together by user name.
4. Select an item with a user name, but **DO NOT** select one from the **SYSTEM**, **LOCAL SERVICE**, or **NETWORK SERVICE** groups. Also, **DO NOT** select the *explorer.exe* or *taskmgr.exe* items.
5. Click the **End Process** button. You may receive a warning message; if so click **Yes**. The selected item disappears from the list.

6. Repeat steps 4 and 5 until only *explorer.exe* and *taskmgr.exe* remain in the user name group.

### To view and close background tasks (Windows Me or 98):

1. Hold down **CONTROL** and **ALT** and then tap **DELETE**. The Close Program window appears. This window displays a list of all background tasks running on your system.
2. Select an item, but **DO NOT** select the Explorer or Systray items.
3. Click the **End Task** button. The Close Program window closes and the task is ended.
4. Repeat steps 1 through 3 until only Explorer and Systray remain.

## VIDEO AND SOUND DRIVERS

An outdated video or sound driver can lead to slow and choppy gameplay, or in some cases can prevent the game from running at all. To ensure an enjoyable experience with *The Lord of the Rings: The Battle for Middle-earth*, be sure that you have the most recent video and sound drivers installed. These drivers are typically available for download from your system or hardware manufacturer's website. If you are not sure what type of video or sound card you have, or you don't know how to update the drivers on your system, please refer to the documentation that came with your system or peripheral.

## INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

*The Lord of the Rings: The Battle for Middle-earth* uses any one of the following UDP ports for Internet play:

UDP 8088-28088

**Note** Only one port in the above range must be open for each machine.

Please consult your router or personal firewall documentation for information on how to allow game related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.

# TECHNICAL SUPPORT

If you have trouble with *The Lord of the Rings, The Battle for Middle-earth*, EA Technical Support can help. The EA Help file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

## To access the EA Help file:

- ◆ Left-click the **Start** button from the Windows Taskbar and select **All Programs (or Programs) > EA GAMES > The Battle for Middle-earth™ > Technical Support**.

**NOTE:** If *The Lord of the Rings, The Battle for Middle-earth* is not installed, EA Help can be accessed directly off *The Lord of the Rings, The Battle for Middle-earth* Disc 1 or the DVD. With Disc 1 or the DVD in the drive, left-click the **Start** button from the Windows Taskbar and select **Run...** Type **D:\Support\EAsyInfo\EasyInfo Technical Support.htm** in the Run dialog box, then click **OK** (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').

If you are still experiencing difficulty after utilizing the information in the EA Help file, you can also contact EA Technical Support. An EAsy Info utility is included that detects your system's hardware and organizes this information into a detailed report. This report helps EA Technical Support solve your problem in the quickest possible time. Please note that you will need to have registered your copy of *The Lord of the Rings, The Battle for Middle-earth* in order to take advantage of this utility.

## To run the utility:

- ◆ Left-click the **Start** button from the Windows Taskbar and select **All Programs (or Programs) > EA GAMES > The Battle for Middle-earth™ > EAsy Info**.

**NOTE:** If *The Lord of the Rings, The Battle for Middle-earth* is not installed, EAsy Info can be accessed directly off *The Lord of the Rings, The Battle for Middle-earth* Disc 1 or the DVD. With Disc 1 or the DVD in the drive, left-click the **Start** button from the Windows Taskbar and select **Run...** Type **D:\Support\EAsyInfo** in the Run dialog box, then click **OK** (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').

This utility gathers information about the hardware in your system. To save this information to send to EA Technical Support, click **File > Export to Desktop > EAsy Info Report**. This will create a copy of the report that is saved to your Windows desktop.

## EA Technical Support on the Internet

If you have Internet access, be sure to check our EA Technical Support website at:

### techsupport.ea.com

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

If you are unable to find the information you need on our website, please feel free to contact EA Technical Support via e-mail, phone, or letter. Please be sure to include the EAsy Info utility report in your e-mail or letter.

If you need to talk to someone immediately, call us at (650) 628-1005. Please have the EAsy Info utility report printed and ready when you call. This will help us service your call in the quickest possible time.

## EA Technical Support Contact Info

**E-mail and Website:** <http://techsupport.ea.com>

**FTP site:** <ftp://ea.com>

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In Australia contact: Electronic  
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In Australia: For Technical Support and Game Hints & Tips, phone 1 902 261 600 (95 cents per minute) CTS 7 days per week 10:00 AM - 8:00 PM. If you are under 18 years of age, parental consent required.



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### EA Warranty Contact Info

**E-mail and Website:** <http://techsupport.ea.com>

**Phone:** (650) 628-1900

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Electronic Arts Customer Warranty

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Redwood City, CA 94063-9025



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THE LORD OF THE RINGS

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